NICK JR.

GO DIEGO GO!

SAFARI RESCUE

EVERYONE

E

CONTENT RATED BY ESRB

2k play

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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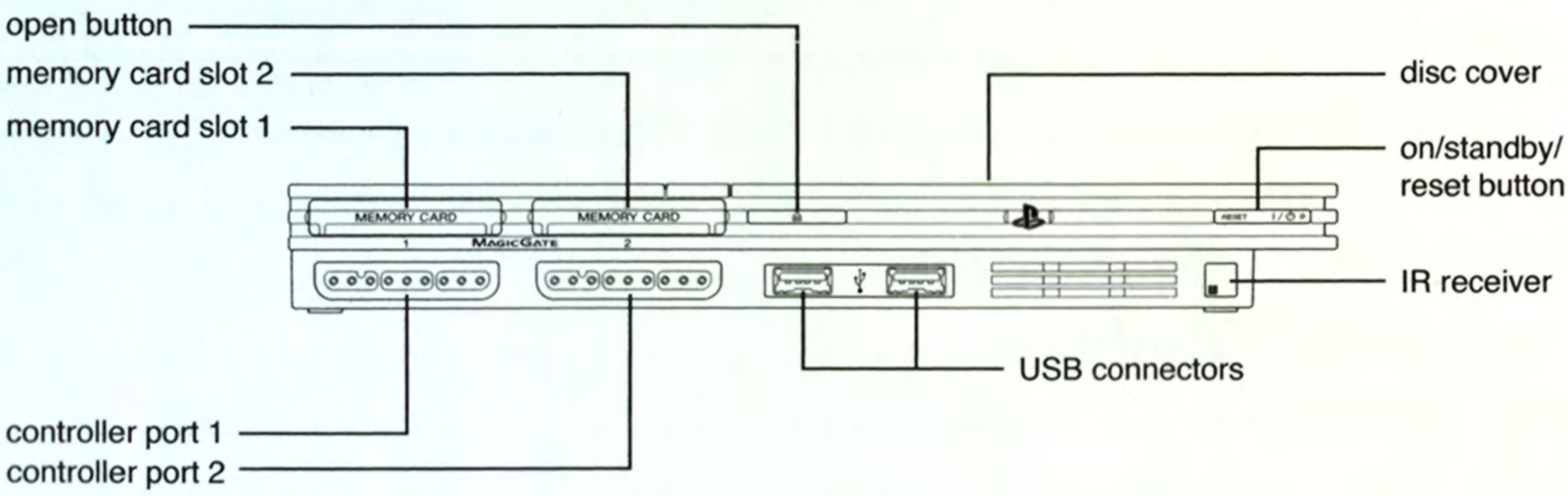
GETTING STARTED



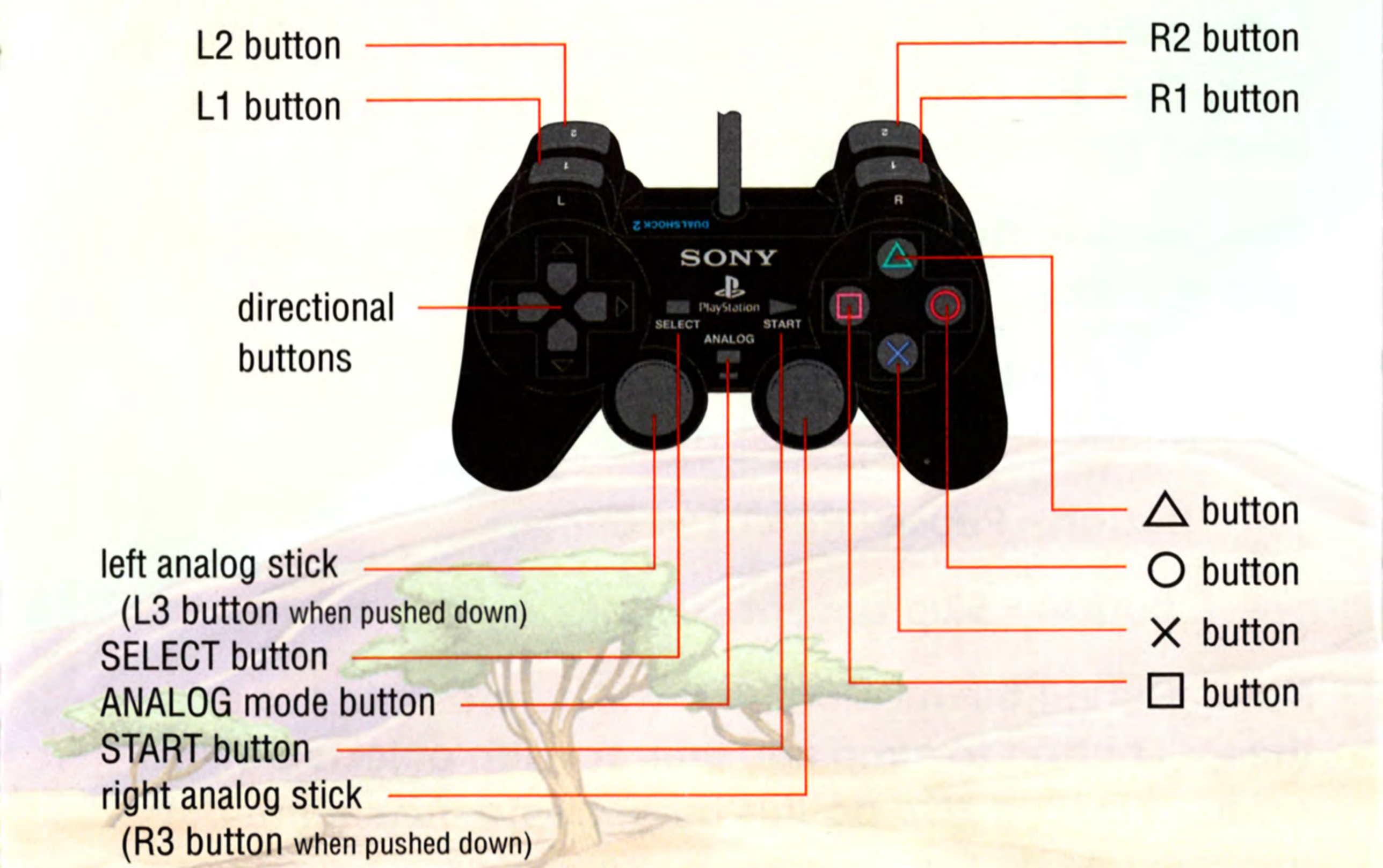
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Go, Diego, Go! Safari Rescue disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Game Menu Controls

Left analog stick - scroll through menu options.

Directional buttons - scroll through menu options.

⊗ button - Accept

○ button - Back

△ button - Safari Guide Helper (Only on Mission Select Menu)

SELECT button - Option Menu (Only on Mission Select Menu)

In-Game Controls

⊗ button, □ button, △ button, ○ button - Jump and interact with objects and menus | speed up vehicles or elephant.

Left analog stick - Move Diego, and scroll through Rescue Pack, Click the Camera and Spotting Scope menus, and interact with mini-missions.

Right analog stick - Use during mini-missions requiring 2 analog sticks.

Directional buttons · Scroll through Rescue Pack, Click the Camera and Spotting Scope menus.

START **button - Pause | Return to Game.**

SELECT **button - Skip current scene.**

Note: During the mission, you will be prompted to press the ⊗ button to jump and interact with objects on your safari. You can also do this by pressing the square button, triangle button, or circle button.

Main Menu

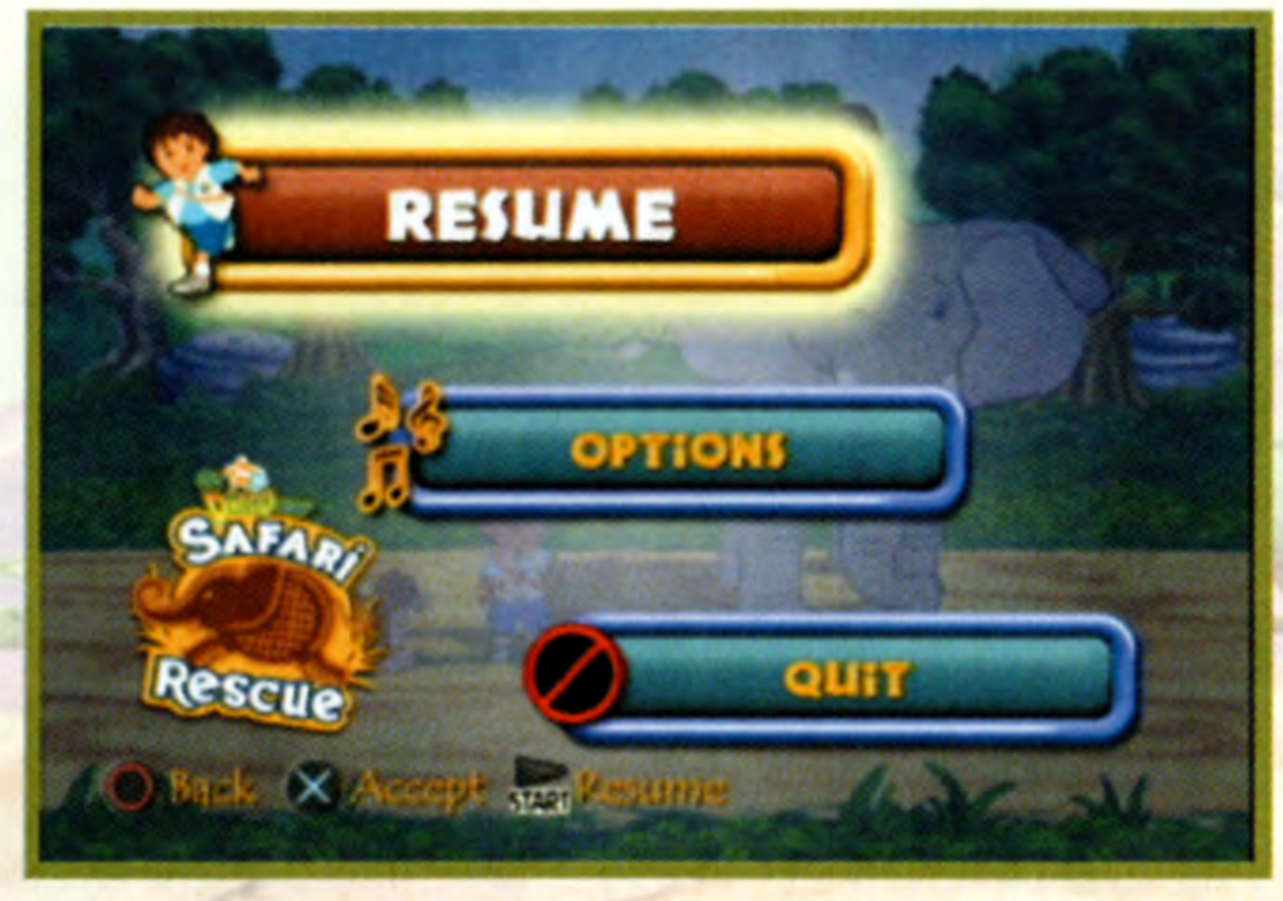
After pressing the ⊗ button on the opening Title Screen, you will be taken to the Main Menu. Here you will see the following three options:

- **Safari Rescue - Takes you to the main Safari Rescue mission. From there, you can start a new game or continue an existing saved game.**

- **Safari Racers** - Allows one or two people to race through any of the riding games found throughout the main Safari Rescue mission.
- **Credits** - Watch out for surprises as Diego and friends take you through a list of the people involved in the creation of this game.

Additional information on the available types of game play can be found in the Safari Rescue Mode and Safari Racers Mode sections of this manual.

Pause Menu



You can bring up the Pause Menu at any point in the Safari Rescue mission by pressing the START button. This will pause the mission until you choose to resume it. When you are on the Pause menu, you can select the following options:

- **Resume** - Return to the mission.
- **Options** - Access the Options Menu.
- **Quit** - Stop the current mission, losing all progress, and return to the Main Menu.

Options Menu

The Options Menu can be accessed from the Pause Menu or the Mission Selection Menu. When you are on the Options Menu, you can adjust the following settings for your game:

- **Vibration** - Turn on/off your DUALSHOCK®2 analog controller's vibration feature.
- **Auto-Save** - Choose whether or not the game will automatically save your progress.
- **Safari Guide Helper** - Turn on/off this assistance feature (see below).
- **Sound Options** - Adjust the volume levels for the Voice, Effects and Music.
- **Delete Save Slot** (only available from Mission Selection Options Menu) - Allows you to erase the current saved game, so you can begin a new one. Once the data is erased, it cannot be retrieved.

Safari Guide Helper Option

Even Animal Rescuers like Diego need a helping hand. That's why the Safari Guide Helper Option allows a grown-up or older sibling to use a second DUALSHOCK 2 analog controller from time to time to assist the little rescuer playing the game. At any time during a Completion Game (see page 18),

a second player can help out by performing the same action on his or her controller, thus increasing the speed at which the Completion Meter fills.

Whenever you see this icon appear in the lower right-hand corner of the screen, a second player can help out by using a second DUALSHOCK 2 analog controller. When the second player moves his or her DUALSHOCK 2 analog controller, this icon will begin to glow.

The Safari Guide Helper Option can be turned on and off in the Options menu. You will also be given the option to turn this feature on or off when you start your Safari Rescue mission.

Safari Rescue Mode

¡Al rescate! To the rescue! The Safari Rescue mission is the main mode of the game, in which you'll need to help all kinds of animals on six rescue adventures as you travel through Africa to save the elephants from a mean Magician's spell! As you move along the Safari Trails, you will encounter many African animals that need your help in mini-mission challenges, including Spotting Scope Games, Completion Games, Rescue Pack Games, Click the Camera Games, and Travel Games.

Your wild journey through Africa will include:

- **Tallest Mountain Mission** - The adventure starts here, as you help Diego and Baby Jaguar find the Magic Drum that will free the elephants from the mean Magician's spell.
- **Savannah Saves** - Help Diego, Baby Jaguar, Juma, and Erin the Elephant rescue animals in this grassy part of Africa.
- **Riverbank Rescues** - Rescue more mixed-up animals in and around the river where dense green vegetation grows.

- **Canyon Crossing** - Pass through the rocks, plants, and bushes of the deep canyon to lend a helping hand to the animals that live there.
- **Protect the Plains** - Set out through the plains to help Diego and his Rescue Team save the day.
- **Reach the Rocks** - Go through the vast green fields and help animals in need until you finally reach the elephants that the Magician turned into rocks!

Free the elephants and you'll be able to say: *¡*

¡Misión cumplida! Rescue complete!

The Mission

Jambo! Diego and Baby Jaguar have journeyed to Africa to visit their Animal Rescuer friend, Juma. But when they arrive, Juma tells them that a mean Magician has turned all the elephants into rocks! Uh, oh! Help Diego and Baby Jaguar to recover a powerful Magic Drum that can reverse the spell and free the elephants! Along the way, they need to rescue many mixed-up animals and keep Erin the Elephant safe from the Magician's mayhem! Ready? ¡Al rescate! To the rescue!

The Rescue Team

Diego: A rough-and-tumble Animal Rescuer, Diego is ready to tackle any challenge and rescue all his new African animal friends on his quest to save the elephants. All he needs is your help!

Baby Jaguar: An excellent swimmer, climber and jumper, Baby Jaguar came to Africa all the way from the rainforest with his best friend Diego. He can search places Diego can't go himself - with a little help from you, of course!

Rescue Pack: Able to transform into anything Diego needs, Rescue Pack is always ready to help! Just say the word "¡Activate!" and then help Rescue Pack decide what to turn into!

Click the Camera: This talented telescopic camera can help you and Diego locate any animal in trouble.

Alicia: Diego's sister helps on this adventure by finding important information on the Rescue Computer and relaying it to you and Diego via Video Watch.

The Bobo Brothers: These mischievous spider monkeys followed Diego all the way to Africa. Help Diego stop their silliness. Freeze, Bobos!

Juma: An Animal Rescuer and Diego's friend who lives in Africa. He joins the journey to save the elephants and helps Diego use the Magic Drum.

Erin the Elephant: The only elephant that the Magician didn't turn into a rock ... yet! She'll help you and Diego cross the expanse of Africa to save her friends, as long as you help to keep her safe from the Magician!

The Magician: Until she landed on a magic wand, she was a mosquito who didn't like the other animals. Now she's a Magician causing lots of magical mayhem.

Selecting a New Game | Saved Game

To start playing in Safari Rescue Mode, you'll need to use a Save Game slot. There are three Save Game slots available on this screen. To help keep track of your game, each slot has a rescuer next to it (Diego, Alicia or Baby Jaguar). Remember the rescuer next to your profile, so you'll know which one to choose when continuing your safari later. Move the left analog stick to the left or right to choose either an empty slot or a previously saved game, as described below. Then press the ⊗ button to begin.

New Game: The slots that say "New Game" are empty. If you select an empty slot, you will start a new Safari Rescue from the beginning. Your progress will be saved to this slot, as well as any adjustments you make to the Options settings.

Saved Games: You can continue a previously saved game by selecting a slot that has already been filled. The previously saved game slots will display the name of the mission you were on during the last save.

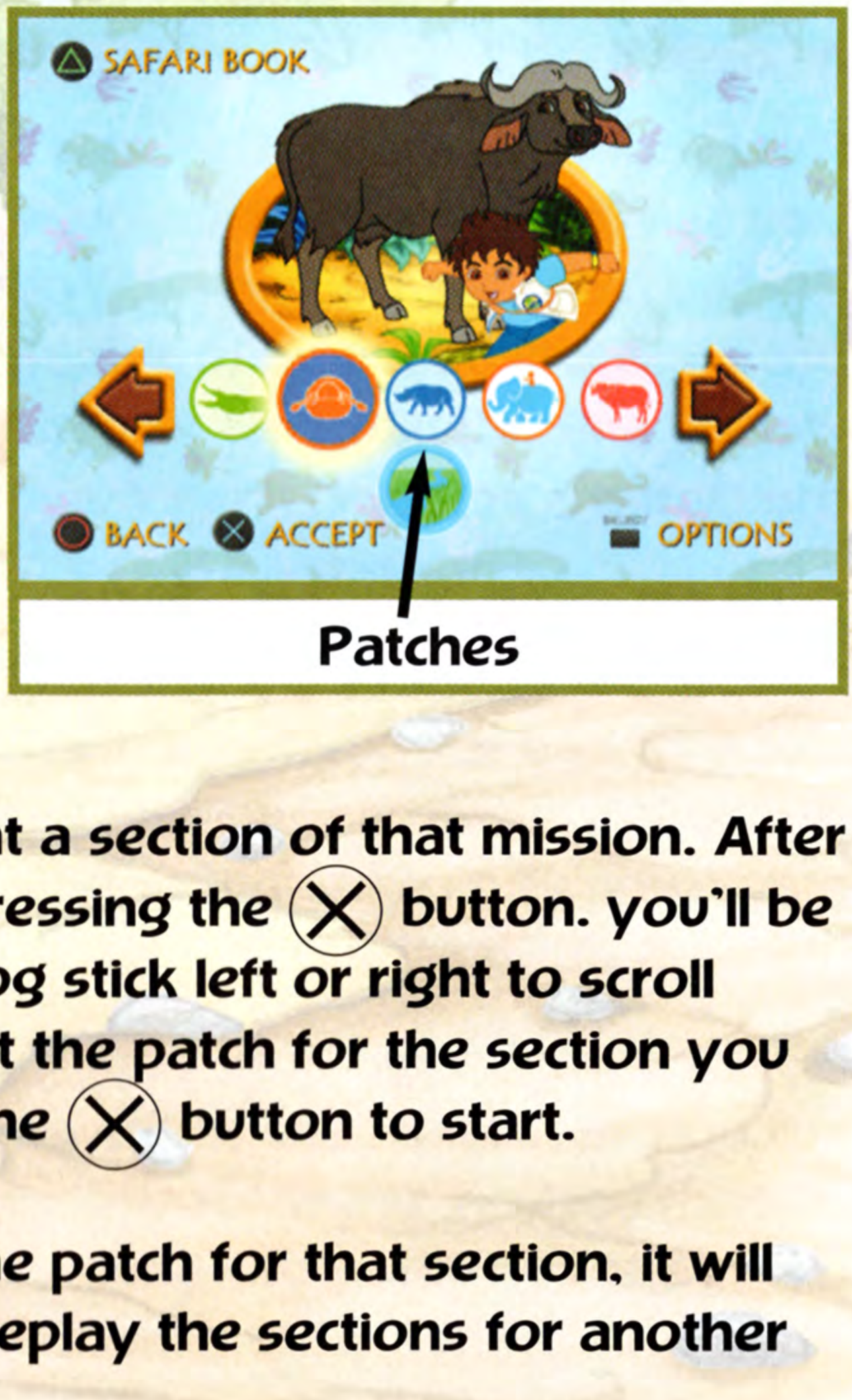
Note: During a mission, your game will automatically save at the end of each section, unless you choose to turn the Auto-Save option off in the Options Menu.

Mission Selection Menu

The game will always display your most recently saved mission when you enter this screen. Press the ⊗ button to load the latest game and return to the last checkpoint.

Once a mission has been completed, it will unlock so that you can go back and play it again if you wish. You can scroll through the available missions by moving the left analog stick to the left or right.

You can return to any mission you have already completed. Just move the left analog stick to the left or right to find and select the mission. Then choose one of the patches shown underneath it to pick the section of that mission you want to replay.



The patches each represent a section of that mission. After selecting the mission by pressing the ⊗ button. you'll be able to move the left analog stick left or right to scroll through the patches. Select the patch for the section you wish to replay and press the ⊗ button to start.

Note: **If you didn't earn the patch for that section, it will have a dark tint. You can replay the sections for another chance to earn the patch.**

African Safari Book: Once a full mission has been completed, you can view that section of the African Safari Book (see below) from this screen. Pressing the △ button will open the African Safari Book for the mission you've selected. Press the △ button to access the African Safari Book section from that mission.

Options: Pressing the SELECT button will access the Options Menu. Any changes made to the Options Menu will be saved in this profile only and will not affect the other saved game profiles.

African Safari Book

As you help Diego on his Safari Rescue mission, your African Safari Book will fill with photos and facts for each of the animals you help. The African Safari Book will appear at the end of each mission to show you these photos and facts, as well as the Safari Rescue Patches or Action Patches you earned during the rescue (see page 14).

Note: You can also access the African Safari Book from the Mission Selection Menu once the mission is unlocked. Press the △ button to access the African Safari Book's photos and facts for the African animals you've helped during that mission.

Rescue Collectibles

Safari Stamps: Collect all the Safari Stamps! Unique Safari Stamps representing each area of Africa you visit are scattered and hidden throughout the first and second sections of each rescue mission. Some of these may be found along the Safari Trail; others are hidden in bushes, trees, or logs. Collect enough stamps on each mission, and you'll earn a Safari Rescue Patch for your African Safari Book!

As you collect these Safari Stamps, the meter in the upper left-hand corner of the screen will begin to fill. By filling up this meter in both the first and second sections of a mission, you will earn the appropriate Safari Rescue Patch. You don't need to collect every stamp in the mission - just enough to fill the meter. After filling the meter in either section of the mission, it will disappear.

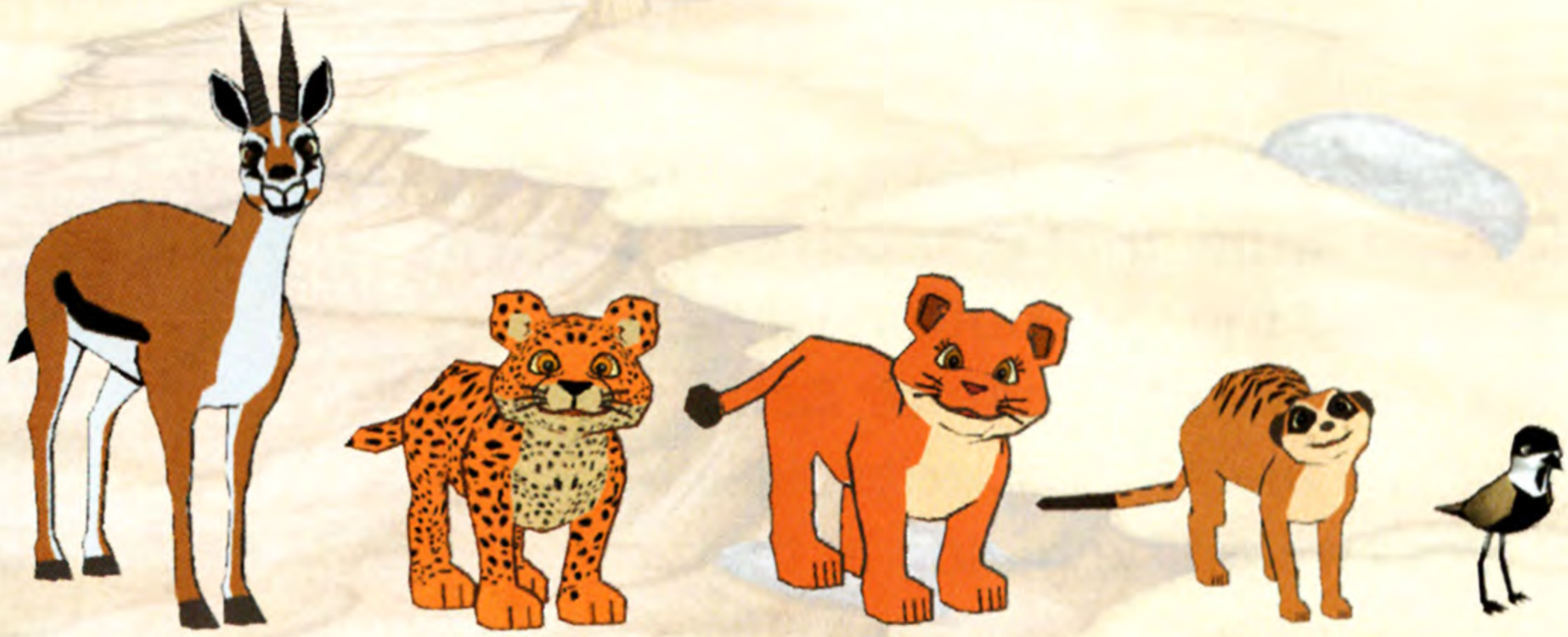
The meter will appear again in the second section of the mission, and once it is filled, you will receive the appropriate Safari Rescue Patch. You must fill the meter in both sections of the mission to earn the patch. If you don't collect enough in one section, you can try again after you've completed that mission.

Action Stamps: Action Stamps can be found throughout each Travel Game. The Action Stamps match the type of vehicle or transportation you're using in that Travel Game. If you help Diego collect them all in a single play, you'll earn a unique Action Patch for your African Safari Book!

As you collect these Action Stamps, the meter in the upper left-hand corner of the screen will begin to fill. You will need to collect every Action Stamp to fill the meter completely and earn your Action Patch.

Food Items: In addition to changing the way some animals look, the Magician also has caused mischief by scattering some of the animals' foods. You'll need to help Diego collect food for some of the animals throughout the Safari Rescue mission.

As you collect the needed food, the meter in the upper right-hand corner of the screen will begin to fill. Even a single piece of food will satisfy the animal that wants it, but the more you collect, the happier the animals will be.



Animals: Some animals hid from the Magician, and now, they're lost! Diego needs your help to find them and lead them home. Once you find them, they'll happily follow Diego and Baby Jaguar until they reach their destination.

Safari Stuff and Searchables

Throughout the Safari Rescue mission, Diego will need to interact with many things in the environment. Diego can simply jump or drop onto some, while others require the player to press a button, or perform a simple action to make them work.

Basic Objects: Diego can interact with these things by jumping onto them, or dropping onto them.

- Trampolines
- Springboards
- Meerkat Tunnels

Action Objects: Diego can perform special actions by interacting with these objects. Try them all.

- Swinging Vines
- Ladders
- Muddy Hills
- Ziplines

Searchable Objects: These objects glow to let you know that you can search them. By pressing the ⊗ button while the object is glowing, Diego or Baby Jaguar will use their special skills to find what might be hiding in there.

- Bushes
- Logs
- Thin Trees
- Big Trees
- Boulders

Safari Trail

Help Diego, Baby Jaguar, and the Rescue Team travel along the Safari Trail! As you move along the trail, you'll be able to explore things in the environment as well as reach the Completion, Selection and Travel Games. You'll also need to help Diego collect objects and find animals along the Safari Trail.

At times, as you play, special meters and icons will appear on the screen. These include:

Safari Stamp Meter: This is a vertical meter on the upper left-hand side of the screen that fills up as you collect Safari Stamps along the trail by recovering them from searchable objects. For additional information, see the Safari Stamps section of this manual.

Animal/Food Collection Meter: This is a vertical meter on the upper right-hand side of the screen that fills up as you collect either food for the animals or missing animals themselves. Once the meter is full, you've collected enough food or found all the animals. You don't really need to collect all of the food or animals to complete the mission, but awesome Animal Rescuers might want to try to fill that meter!

Control Icon: This icon will show you an example of the left analog stick or which button you should press.

Video Watch Alert: Alicia will pop up on Diego's Video Watch to alert you to an animal that needs help or to share information she found on the Rescue Computer.

Completion Games — Stop and Save the Day!

¡Al rescate! Along the Safari Trail, Diego needs YOUR help to perform certain actions, like digging, swimming or beating the Magic Drum. In these "Completion Games," you need to perform the action with the left analog stick to fill the Completion Meter. Once it is full, you've completed that part of the rescue and can keep going!

During the rescue, special meters and icons will appear on the screen. These include:

Completion Meter: This is a vertical meter on the upper right-hand side of the screen that fills up as you perform the motion shown. Once the meter is full, you've completed that mini-mission rescue and can keep going!

Control Icon: This icon will show you an example of the motion you need to make with the left analog stick (and sometimes right analog stick) or which button you should press.

Safari Guide Helper Icon: Whenever you see this icon appear in the lower right-hand corner of the screen, a second player can help out by using a second DUALSHOCK 2 analog controller. When the second player moves his or her DUALSHOCK 2 analog controller, this icon will begin to glow. See the Safari Guide Helper section for additional information.

Travel Games – *Ride to the Rescue!*

Let's ride! In each mission, you'll need to help Diego ride on Erin the Elephant or drive a Safari Rescue vehicle to get across a stretch of Africa. These games have a different viewpoint: from behind the characters. Steer Erin the Elephant or the vehicle, avoid obstacles, and collect Action Stamps by moving the left analog stick left or right. Press or tap the ✕ to speed up or even charge right through obstacles. Collect all of the Action Stamps and you'll earn an Action Patch for that type of transportation.

During the ride, special meters and icons will appear on the screen. These include:

Action Stamp Meter: This is a vertical meter on the upper left-hand side of the screen that fills up as you collect Action Stamps along the trail. For additional information, see the Action Stamps section of this manual.

Travel Meter: This is a meter on the upper right-hand side of the screen that is used during Travel Games. This vertical meter has a vehicle (or an elephant) icon that moves from one end to the other, indicating how close you are to reaching your destination.

Control Icon: This icon will show you an example of the motion you need to make with the DUALSHOCK 2 analog controller or which button you should press.

Push X Button Icon: Push the ✕ button once in this Travel Game to accelerate/charge briefly and then slow back down.

Push And Hold X Button Icon: Push and hold down the ✕ button to accelerate continually in this Travel Game. You will continue to move at the faster rate while holding down the ✕ button.

Rescue Pack Games - *`Activate!*

Rescue Pack has got your back! He can help you and Diego by turning into many of the vehicles you need for the Travel Games, such as the hang glider, hot air balloon and rubber raft. Help Diego pick the Rescue Pack vehicle for the job.

Listen to the description of where you need to travel and select the best vehicle for that location. Move the left analog stick to the left or right to cycle through the three vehicle options, and press the ✕ button to make your selection. ¡Excelente!

Click The Camera Games – *Take a Pic!*

Click the Camera can help you and Diego locate any animal in trouble. When there's an animal in need of your help, Click will appear and show you some of the animals in the area. Diego will need you to pick the animal in need of help.

Listen to the description of the animal that needs help and then find that animal in Click. Move the left analog stick to the left or right to cycle through the three animals shown, and then press the ✕ button to make your selection. ¡Fantástico!

Spotting Scope Games – *I See It!*

When Alicia tells Diego about a lost animal, he needs to use his Spotting Scope to find where that animal needs to go. Help Diego find the right home or family for the lost animal by choosing between different destinations you see in the Spotting Scope.

Move the left analog stick to the left or right to cycle through the possible destinations, and press the ⓧ button to make your selection. ¡Muy bien!

Safari Racer Mode

In Safari Racer Mode, one or two rescuers can play a cooperative riding game with all of the vehicles from the Safari Rescue mission to choose from. Unlike a traditional race, you aren't trying to outrun the other player. Instead, try to work together to pick up as many colored Racer Stamps as you can. At the end of the race, all the stamps collected by both rescuers are counted.

Racer Stamps: Your goal is to pick up as many colored Racer Stamps as possible. The orange Racer Stamps are for Diego and the purple Racer Stamps are for Alicia.

Racer Stamp Collection Meter: You can keep track of how well you are doing collecting your Racer Stamps by checking the Racer Stamp Progress Meter. Each time you pick up a Racer Stamp, the meter will fill up a little more. Collecting all of your Racer Stamps will fill the meter completely.

To help remind you what color Racing Stamps you need to collect, Diego and Alicia are shown above each Racer Stamp Progress Meter in the color that matches their Racer Stamps. Diego always collects the orange Racer Stamps and Alicia always collects the purple Racer Stamps.

Note: You can only collect your color Racing Stamps. You will not be able to collect the other player's color of Racing Stamps.

Selecting The Number of Racers

On this setup screen, the racers participating should press the ⊗ button on their DUALSHOCK 2 analog controller. The characters for each player will pop up. Player 1 is Diego and Player 2 is Alicia.

Choosing Vehicles

Player 1 can move the left analog stick to the left or right to cycle through the available combinations of vehicles for the game. Once both players agree on the vehicles, both players should press the ⊗ button to begin.

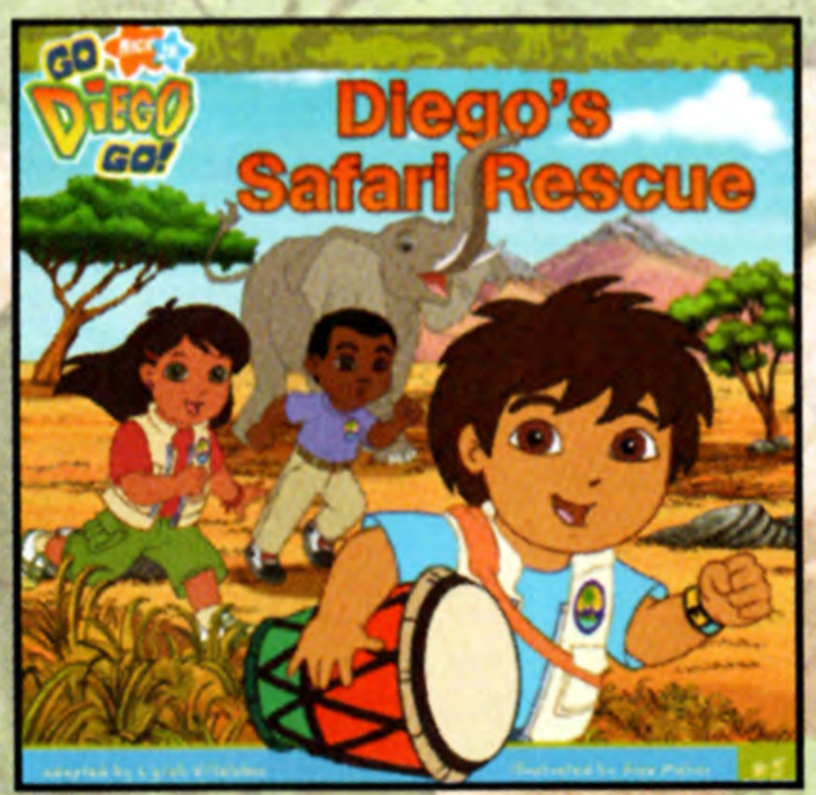
Winning Medals

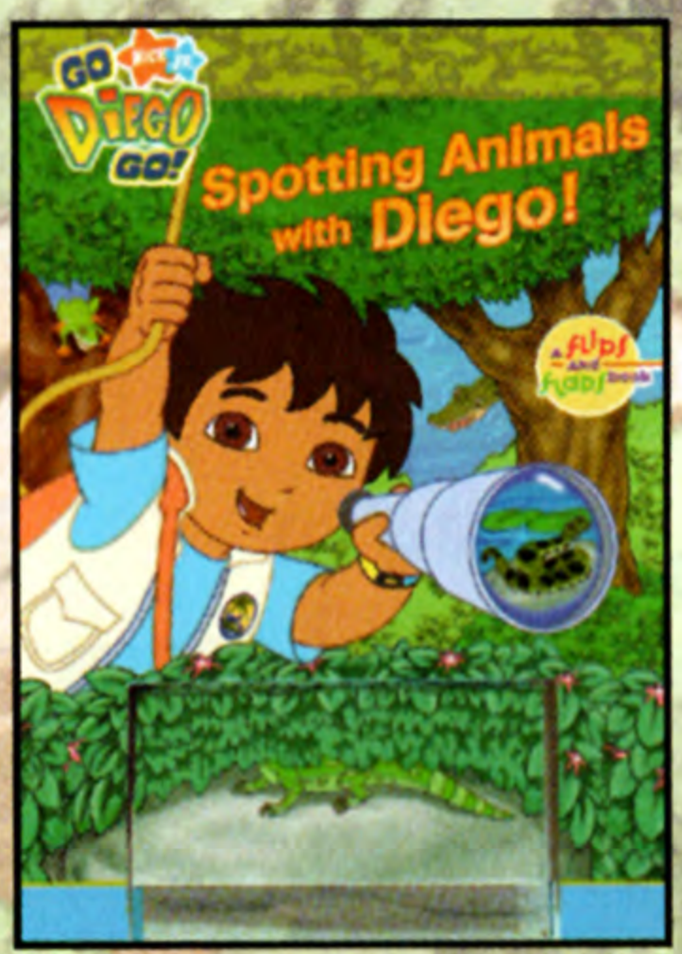
When the race is over, the stamps from both racers are combined to earn a shared medal. The more stamps collected, the better the medal. You can earn a bronze, silver, or gold medal.

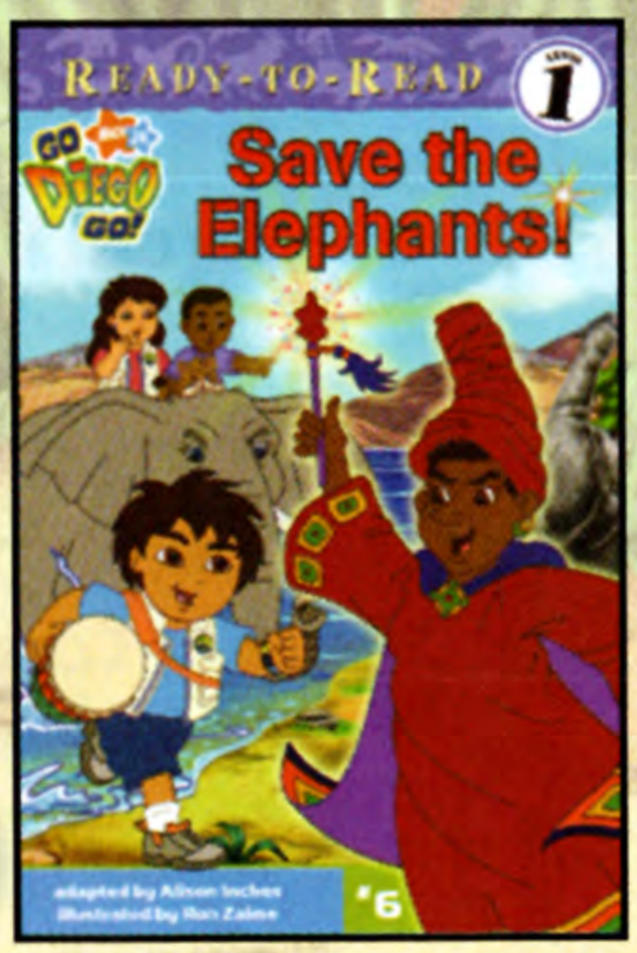
NICK JR.

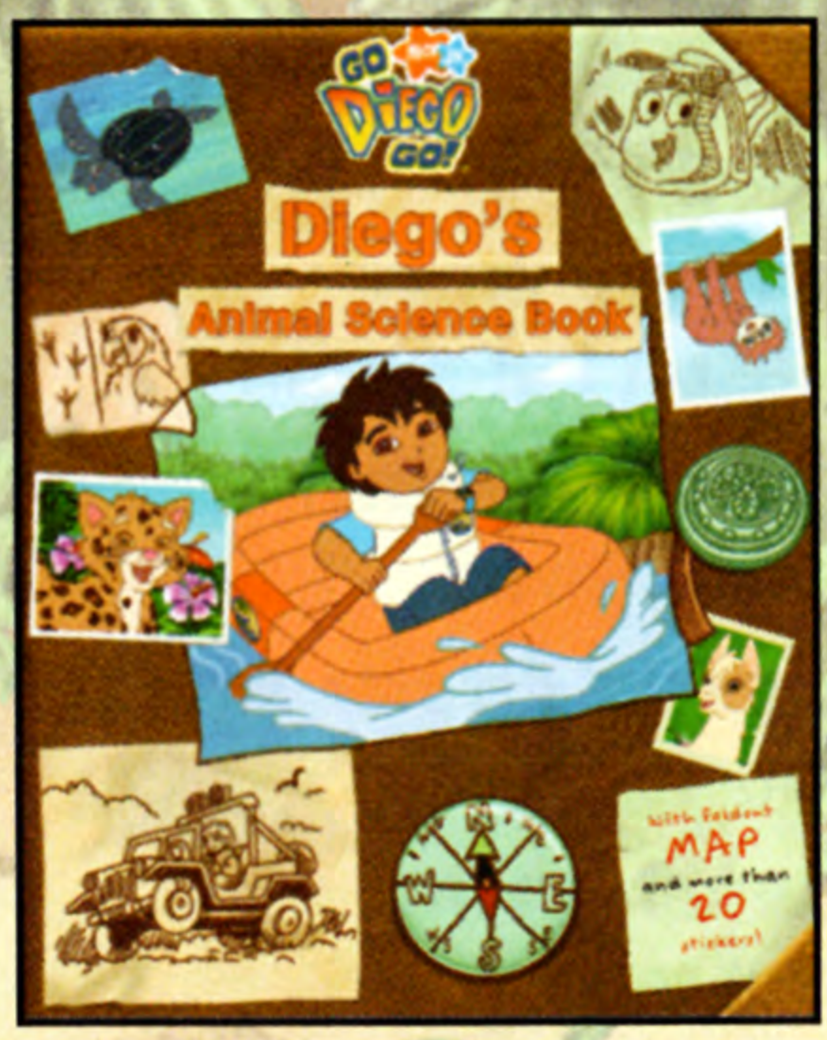
GO DIEGO GO!™

GO WILD for New Diego Adventures!









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Simon Spotlight

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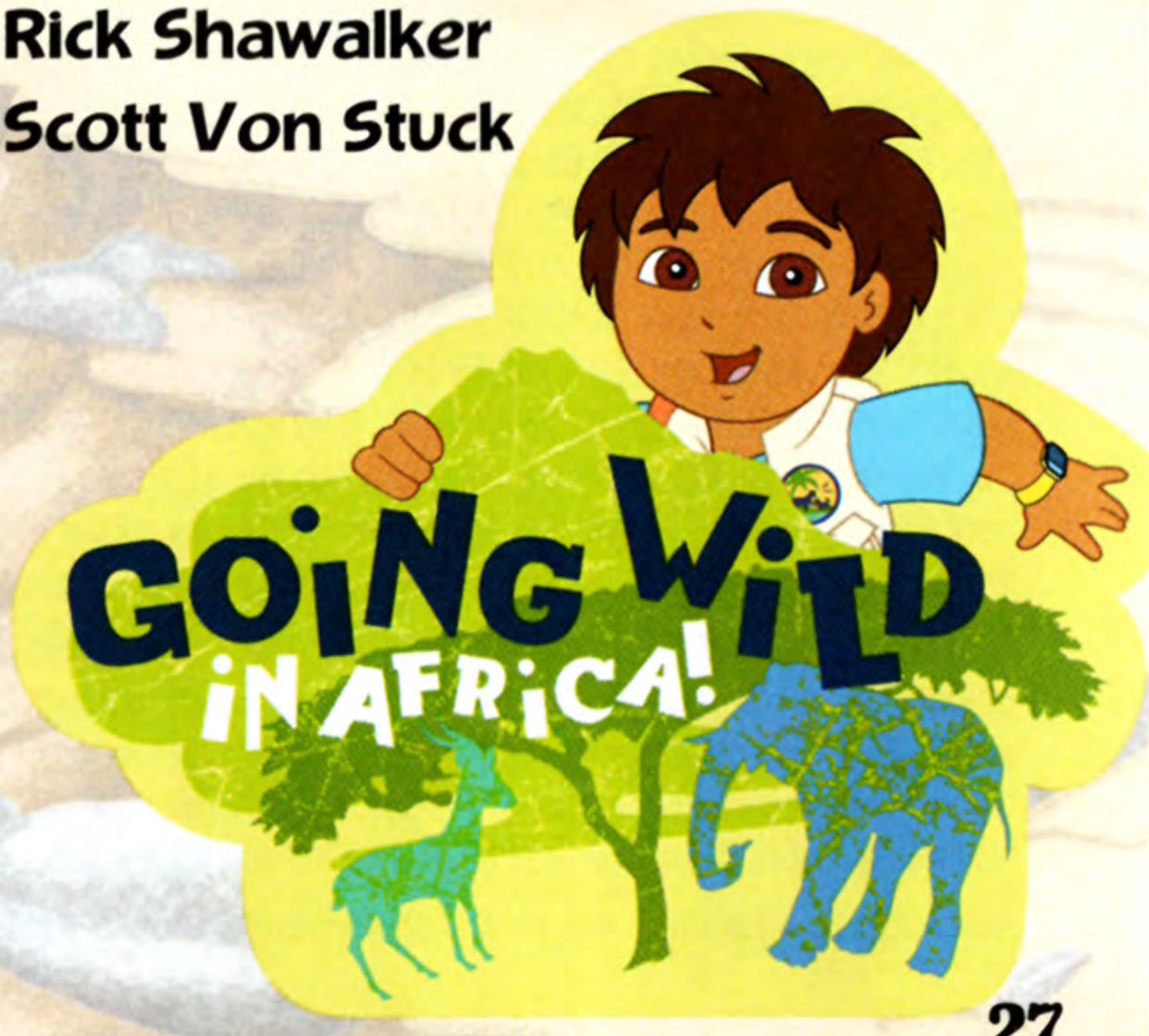

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